114

PROJECT: SNOWBLIND™

CRYSTAL DYNAMICS

eidos

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

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See back page of this manual for Customer Service Numbers.

What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:-

3+ 7+ 12+ 16+ 18+

The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-

VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit http://www.pegi.info

SLES-52859

1 Player • Memory Card (8MB) (for PlayStation®2) : 230KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible • Network Adaptor (Ethernet) (for PlayStation®2) Compatible: 1- 16 Players

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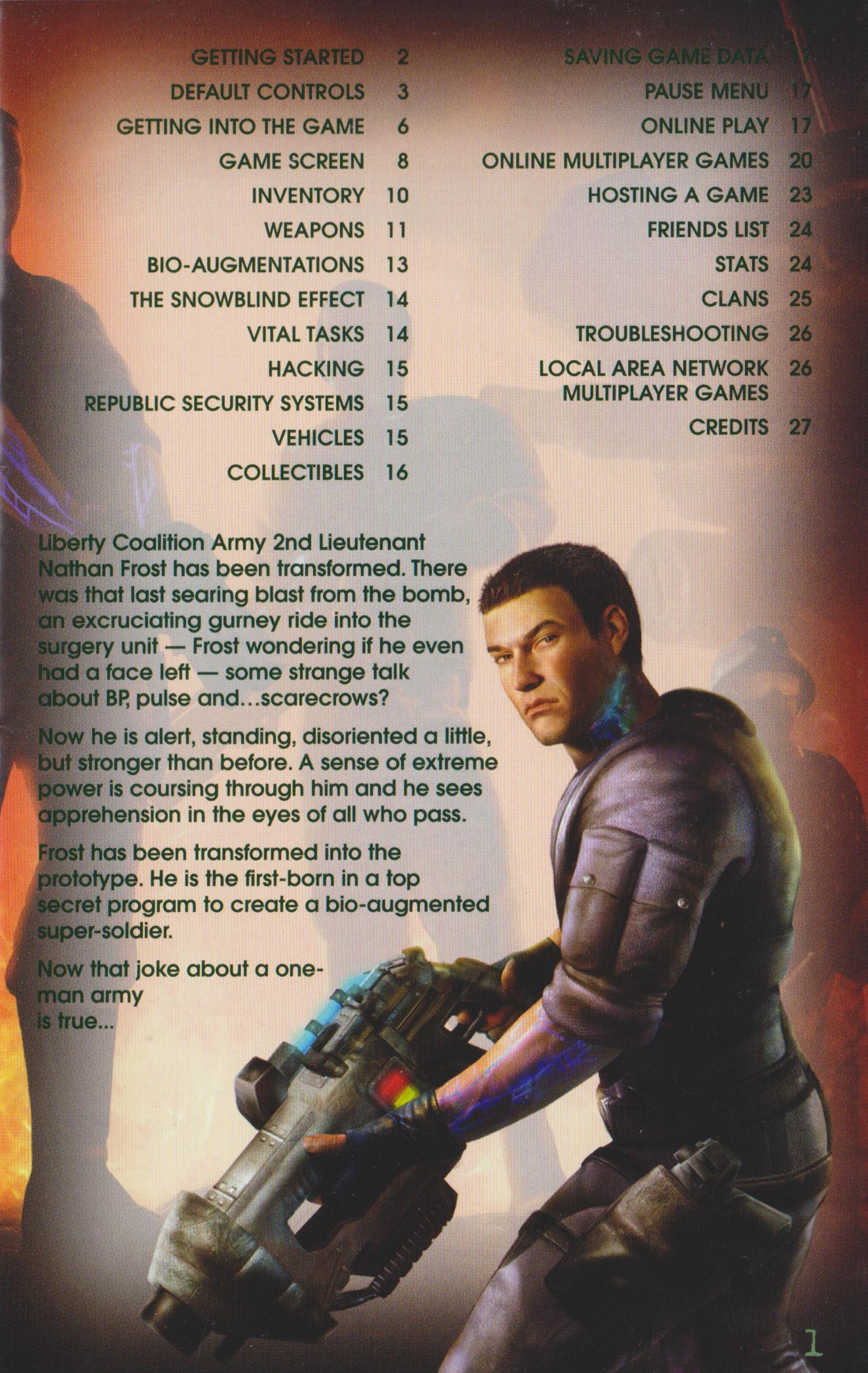

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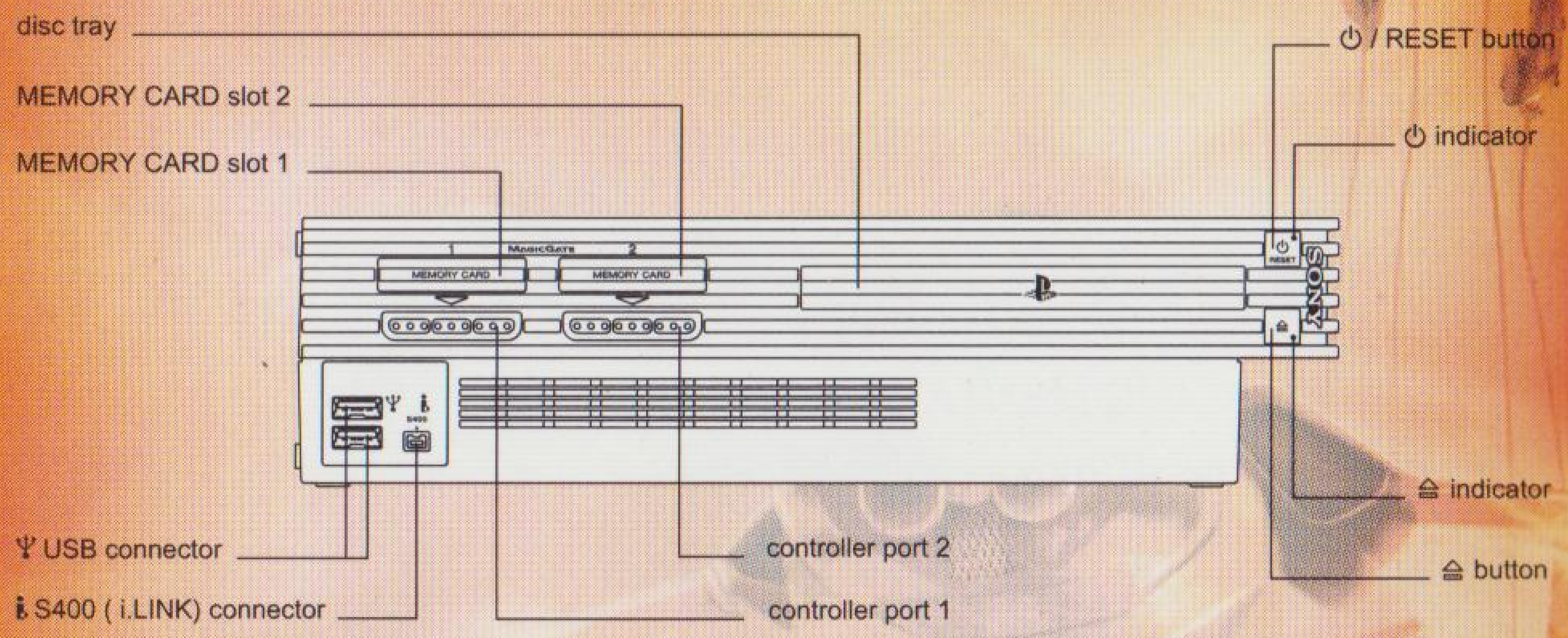
Liberty Coalition Army 2nd Lieutenant Nathan Frost has been transformed. There was that last searing blast from the bomb, an excruciating gurney ride into the surgery unit — Frost wondering if he even had a face left — some strange talk about BP, pulse and…scarecrows?

Now he is alert, standing, disoriented a little, but stronger than before. A sense of extreme power is coursing through him and he sees apprehension in the eyes of all who pass.

Frost has been transformed into the prototype. He is the first-born in a top secret program to create a bio-augmented super-soldier.

Now that joke about a one-man army is true...

GETTING STARTED


disc tray
MEMORY CARD slot 2
MEMORY CARD slot 1
⏻ / RESET button
⏻ indicator
⏏ indicator
⏏ button
USB connector
S400 (i.LINK) connector
controller port 2
controller port 1
MEMORY CARD
MagicGate
SONY

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the ⏻/RESET button.

When the ⏻ indicator lights up, press the ⏏ button and the disc tray will open. Place the *PROJECT: SNOWBLIND*™ disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close.

Attach an analog controller (DUALSHOCK®2) and other accessories, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories once the power is on.

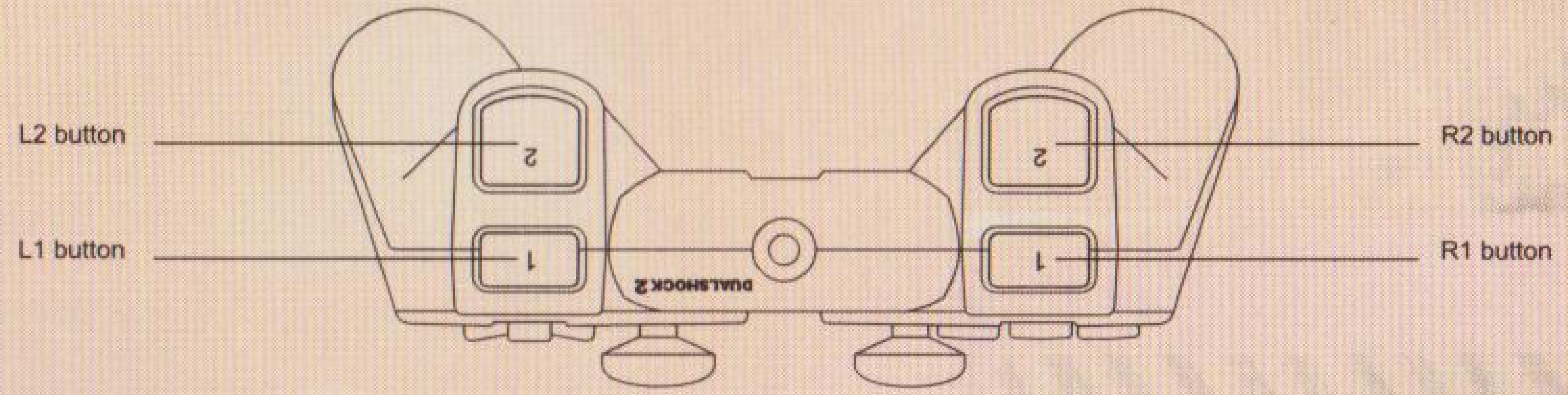
MEMORY CARD (8MB)(for PlayStation®2)

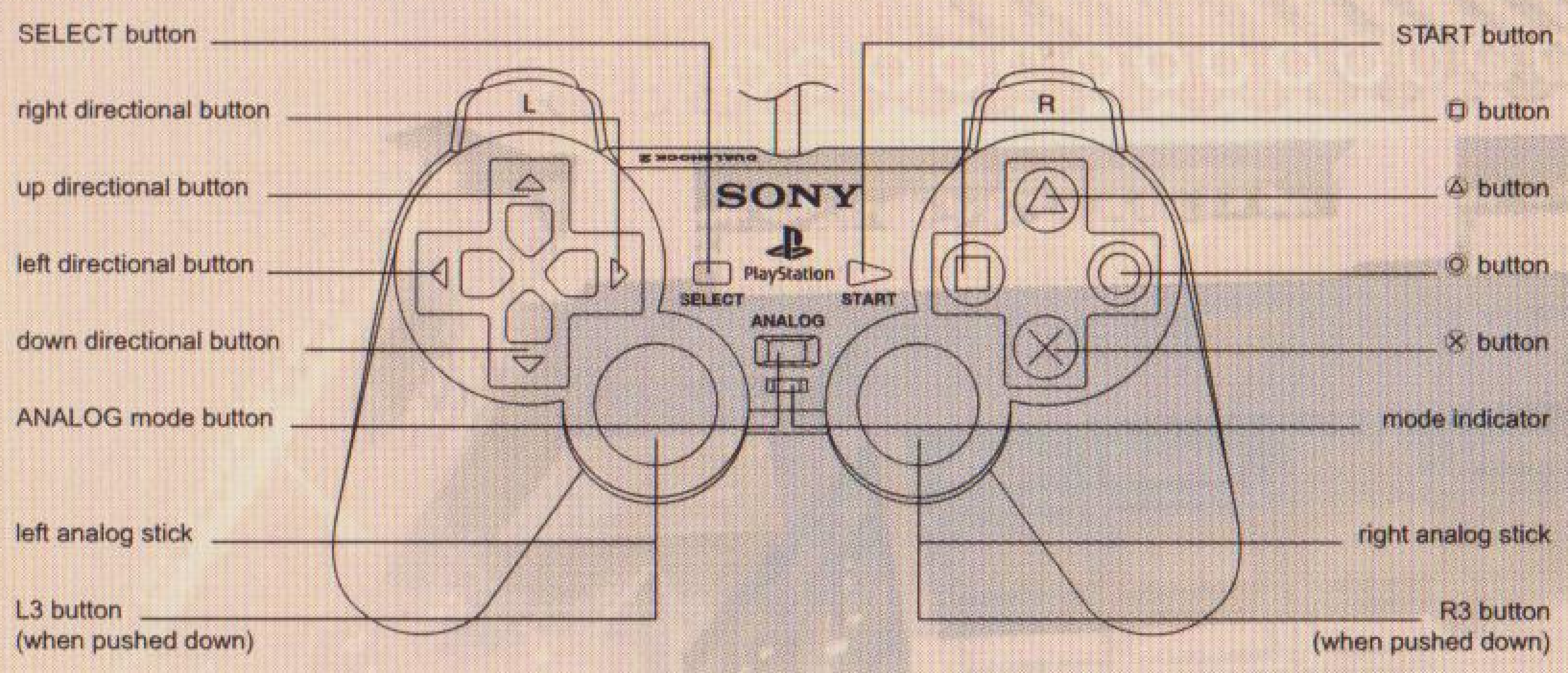
To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 before powering on the console. At least 230KB of free space on the memory card (8MB) (for PlayStation®2) is required to save game data. An additional 33KB of free space is required to save a *PROJECT: SNOWBLIND*™ online profile. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

This game supports saving and loading of game data in MEMORY CARD slot 1 only. You can load saved game data from the same memory card (8MB) (for PlayStation®2) or one that contains previously saved *PROJECT: SNOWBLIND*™ games.

DEFAULT CONTROLS

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATIONS


L2 button
L1 button
R2 button
R1 button
DUALSHOCK 2


SELECT button
right directional button
up directional button
left directional button
down directional button
ANALOG mode button
left analog stick
L3 button
(when pushed down)
START button
□ button
△ button
○ button
⊗ button
mode indicator
right analog stick
R3 button
(when pushed down)
SONY
PlayStation
SELECT
START
ANALOG
L
R

Connect the analog controller (DUALSHOCK®2) to controller port 1 before starting play. When the vibration function is ON, the controller will vibrate in response to game events. You can reconfigure the controls and toggle the vibration function on/off in Options Mode. (See page 17.)

Note: All controls used in this manual are the default controls.

Note: This game cannot be played using the digital controller.

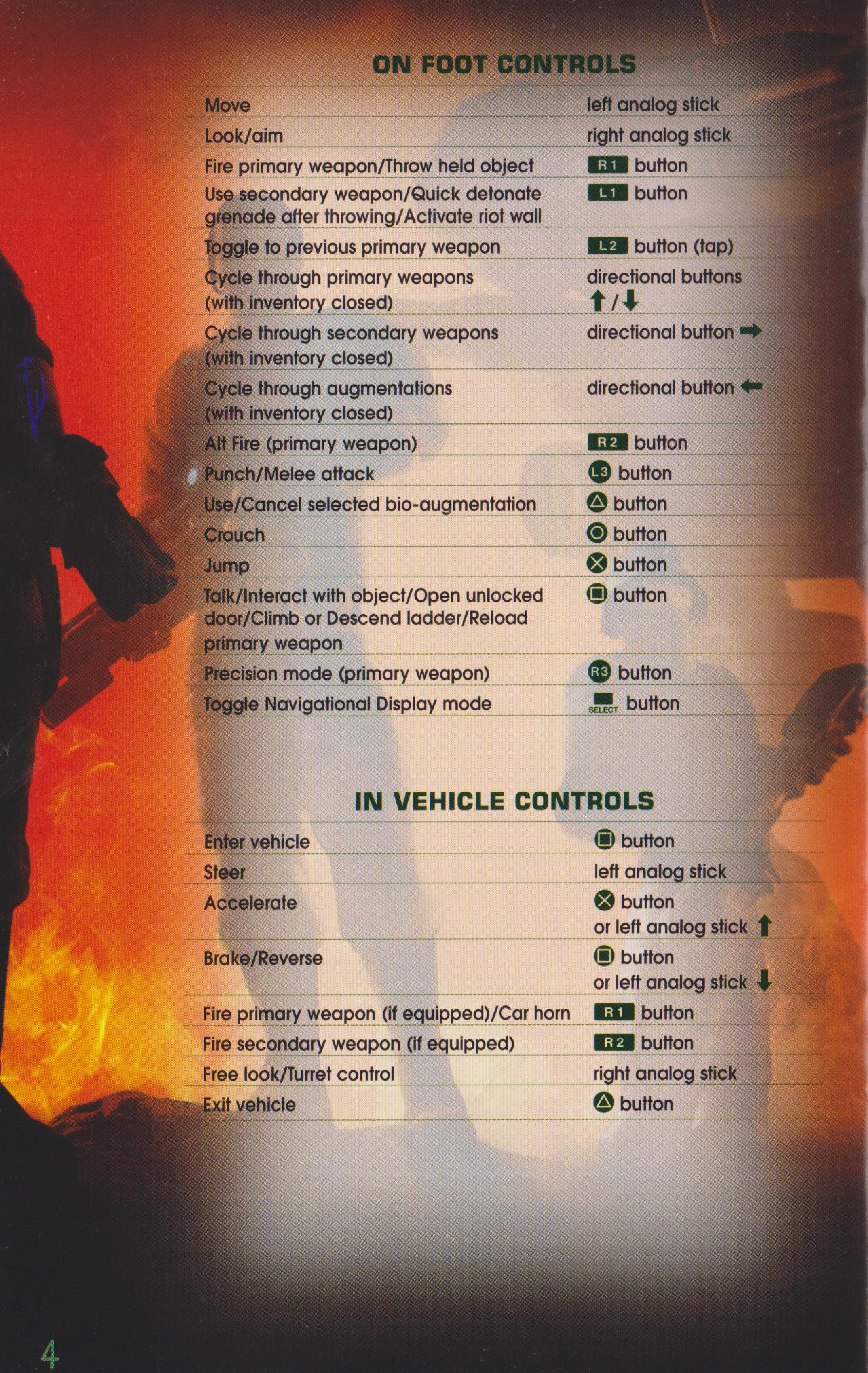
MENU CONTROLS

Start/Pause game	▶ START button
Select menu item	left analog stick/directional buttons ↑/↓
Change setting	left analog stick/directional buttons ←/→
Confirm selection	⊗ button
Cancel/Back to previous menu	△ button

INVENTORY CONTROLS

Open inventory	L2 button (hold)
Select inventory section/item (with inventory open)	L2 button (hold) + left analog stick or directional buttons
Equip selected item	Release L2 button

Note: You can also select items with the inventory closed. See On Foot Controls on page 4.

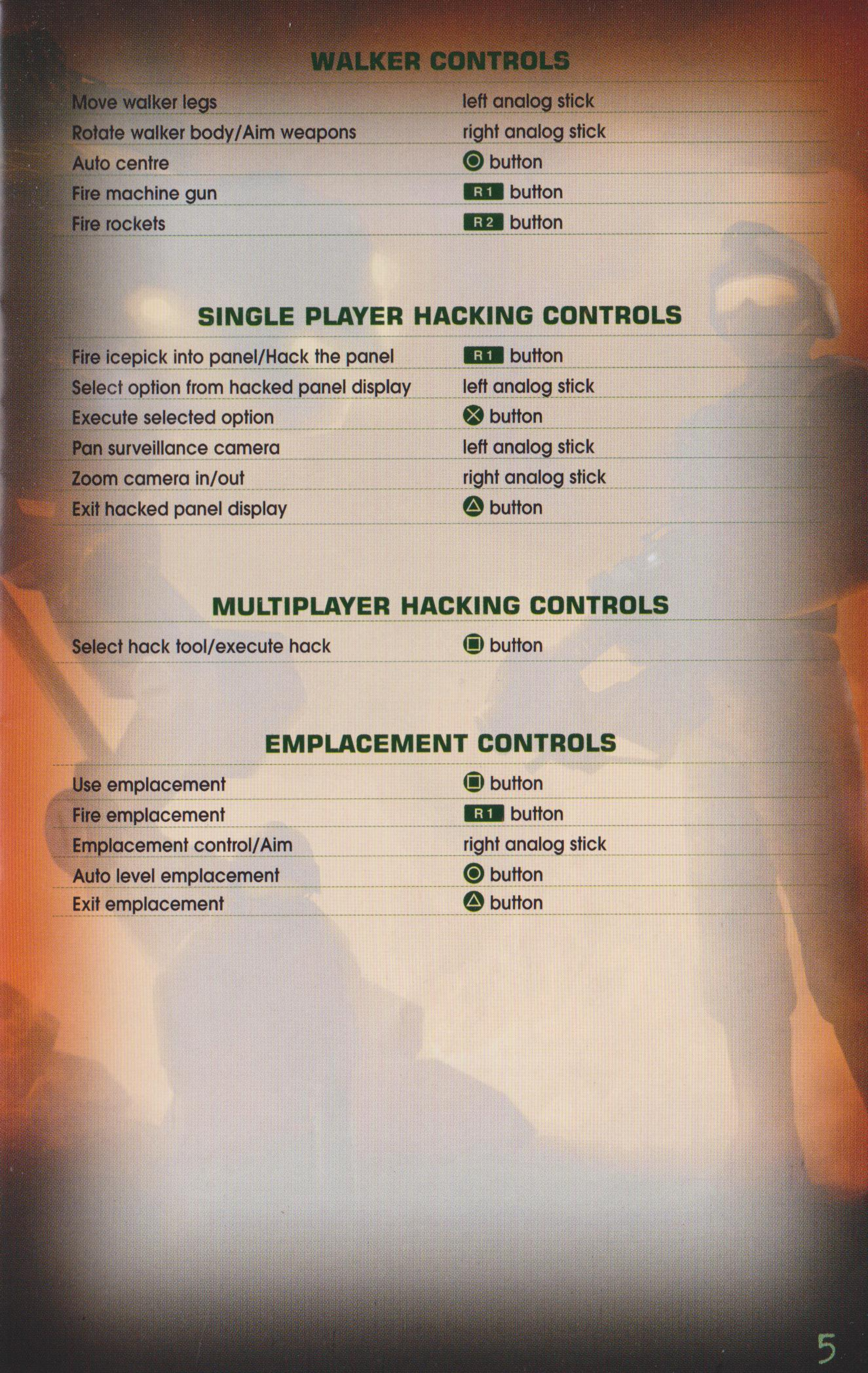


ON FOOT CONTROLS

Move	left analog stick
Look/aim	right analog stick
Fire primary weapon/Throw held object	R1 button
Use secondary weapon/Quick detonate grenade after throwing/Activate riot wall	L1 button
Toggle to previous primary weapon	L2 button (tap)
Cycle through primary weapons (with inventory closed)	directional buttons ⬆/⬇
Cycle through secondary weapons (with inventory closed)	directional button ➡
Cycle through augmentations (with inventory closed)	directional button ⬅
Alt Fire (primary weapon)	R2 button
Punch/Melee attack	L3 button
Use/Cancel selected bio-augmentation	△ button
Crouch	○ button
Jump	✕ button
Talk/Interact with object/Open unlocked door/Climb or Descend ladder/Reload primary weapon	□ button
Precision mode (primary weapon)	R3 button
Toggle Navigational Display mode	SELECT button

IN VEHICLE CONTROLS

Enter vehicle	□ button
Steer	left analog stick
Accelerate	✕ button or left analog stick ⬆
Brake/Reverse	□ button or left analog stick ⬇
Fire primary weapon (if equipped)/Car horn	R1 button
Fire secondary weapon (if equipped)	R2 button
Free look/Turret control	right analog stick
Exit vehicle	△ button



WALKER CONTROLS

Move walker legs	left analog stick
Rotate walker body/Aim weapons	right analog stick
Auto centre	○ button
Fire machine gun	R1 button
Fire rockets	R2 button

SINGLE PLAYER HACKING CONTROLS

Fire icepick into panel/Hack the panel	R1 button
Select option from hacked panel display	left analog stick
Execute selected option	✕ button
Pan surveillance camera	left analog stick
Zoom camera in/out	right analog stick
Exit hacked panel display	△ button

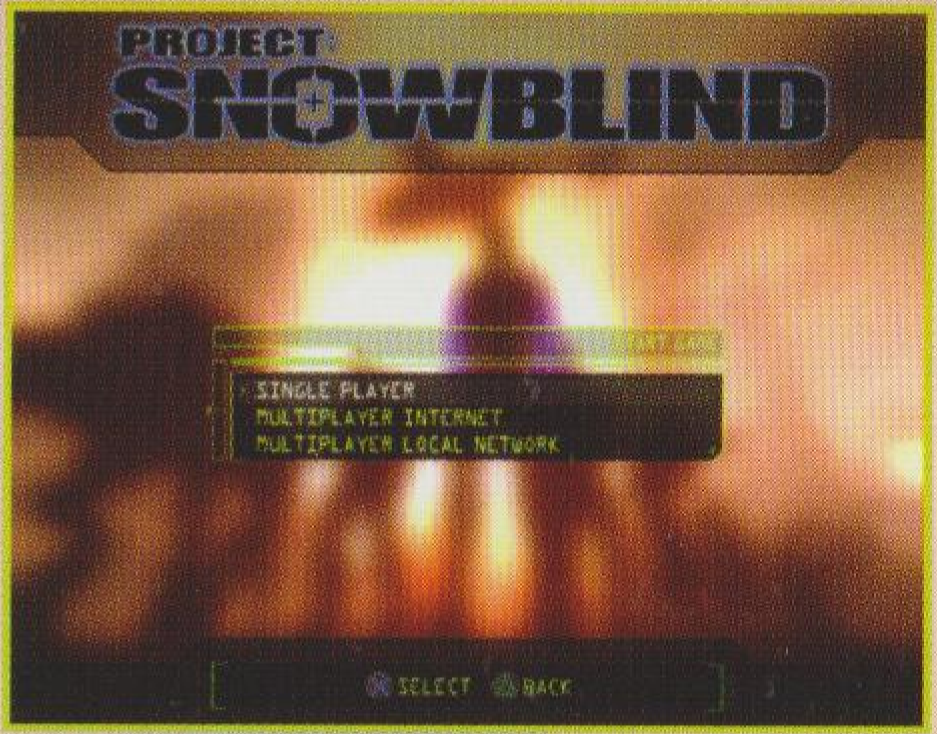
MULTIPLAYER HACKING CONTROLS

Select hack tool/execute hack	□ button

EMPLACEMENT CONTROLS

Use emplacement	□ button
Fire emplacement	R1 button
Emplacement control/Aim	right analog stick
Auto level emplacement	○ button
Exit emplacement	△ button

GETTING INTO THE GAME



MAIN MENU

The Main Menu appears after you power-up the game. Use the menu controls to select a game mode or view the credits:

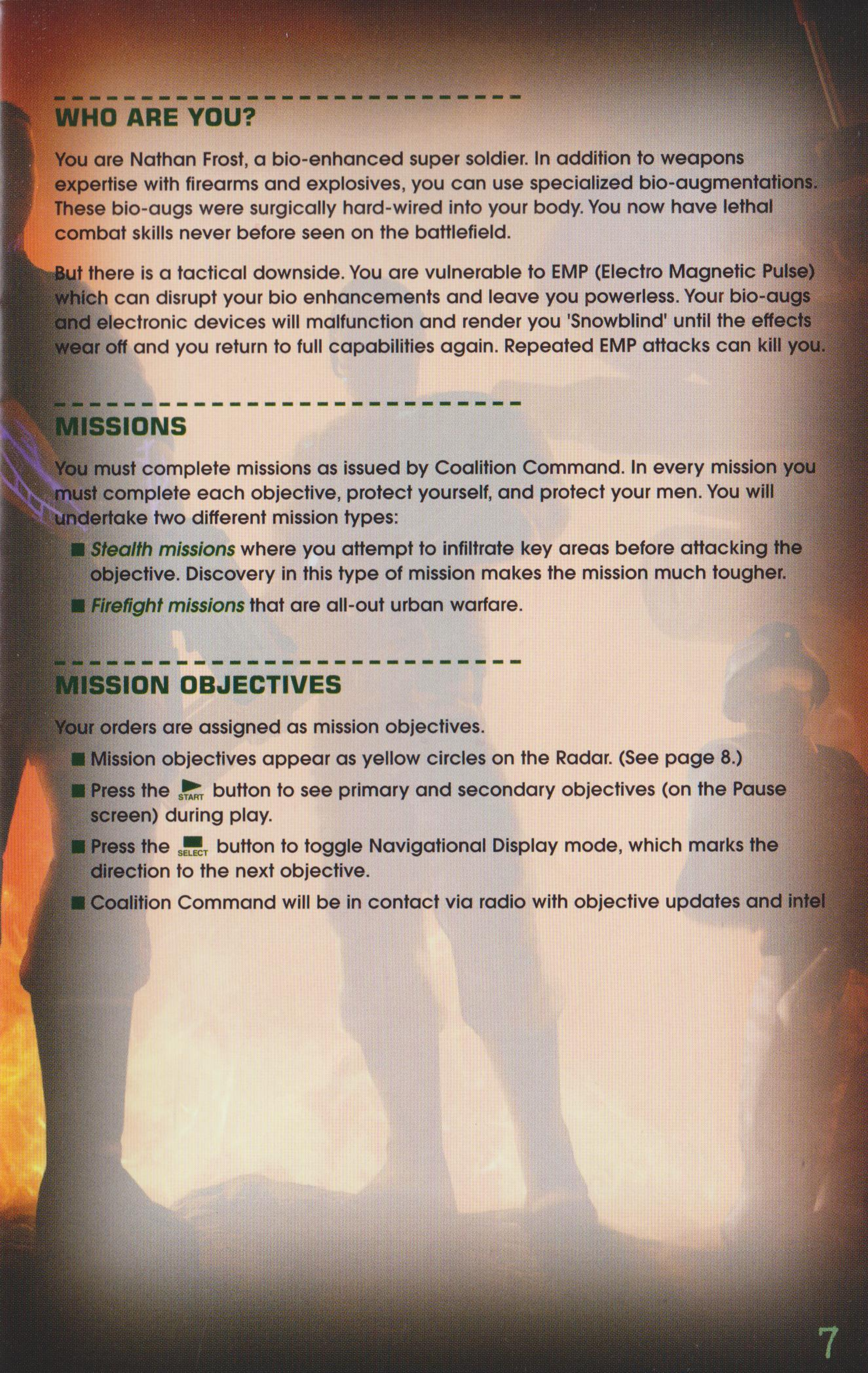
SINGLE PLAYER	Fight through the hell of an urban civil war. Depending on the mission, you will fight alone or lead a coalition squad.
MULTIPLAYER INTERNET	Play online with up to 15 other Internet players (16 players total).
MULTIPLAYER LOCAL NETWORK	Play over a Local Area Network (LAN) connecting up to 16 consoles.

PROFILE

The Profile screen appears after you select the single player game mode. Create a profile before you start playing *PROJECT: SNOWBLIND*™. The profile contains your save game files and option selections.

To create a profile:

- On the Profile screen, select *Change Profile Name* and use the virtual keyboard to enter the new name.
- Select *Delete* to remove characters from the profile name field.
- Select *End* to complete your profile name entry and return to the previous screen.
- You will be prompted to save the profile when you begin play.



WHO ARE YOU?

You are Nathan Frost, a bio-enhanced super soldier. In addition to weapons expertise with firearms and explosives, you can use specialized bio-augmentations. These bio-augs were surgically hard-wired into your body. You now have lethal combat skills never before seen on the battlefield.

But there is a tactical downside. You are vulnerable to EMP (Electro Magnetic Pulse) which can disrupt your bio enhancements and leave you powerless. Your bio-augs and electronic devices will malfunction and render you 'Snowblind' until the effects wear off and you return to full capabilities again. Repeated EMP attacks can kill you.

MISSIONS

You must complete missions as issued by Coalition Command. In every mission you must complete each objective, protect yourself, and protect your men. You will undertake two different mission types:

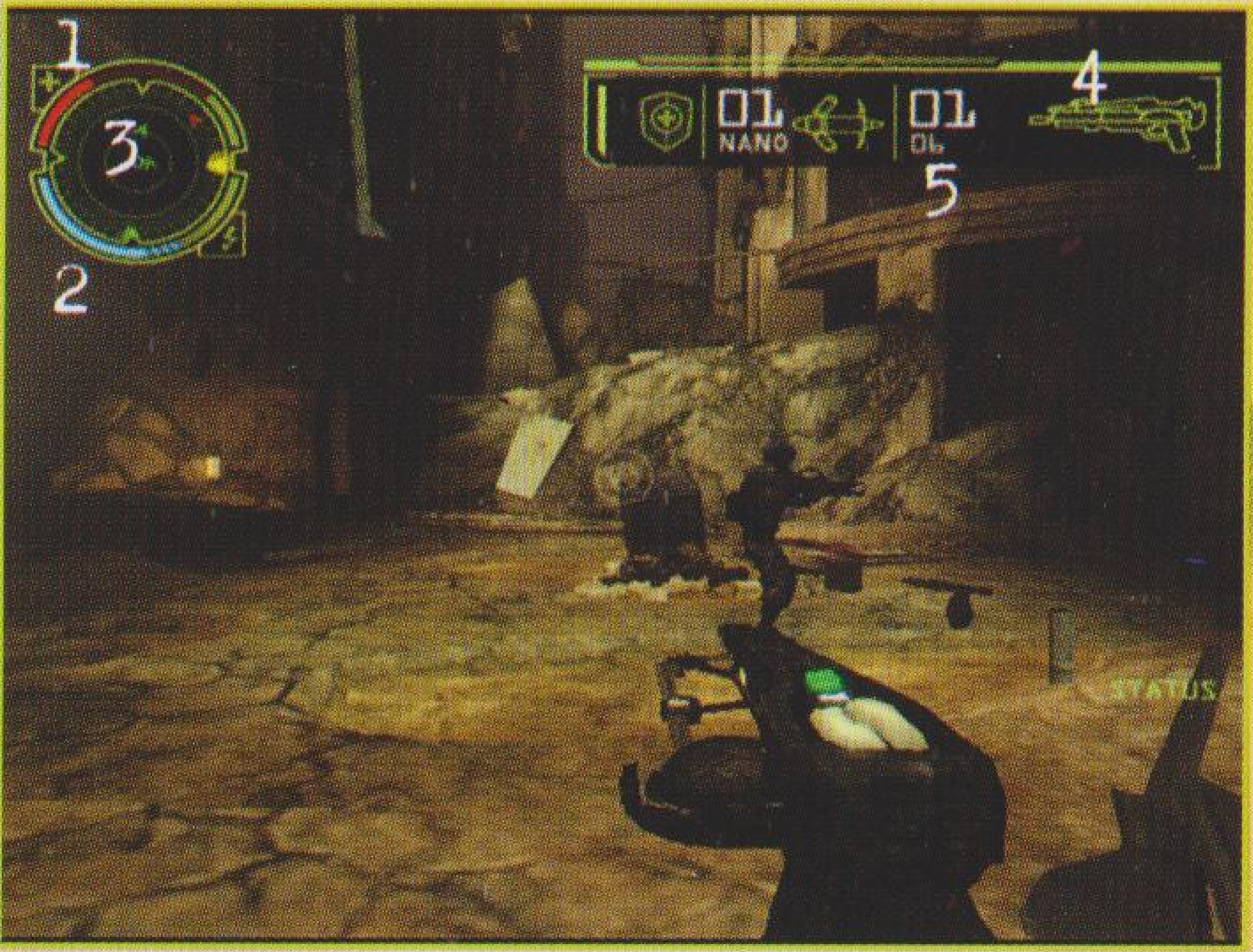
- *Stealth missions* where you attempt to infiltrate key areas before attacking the objective. Discovery in this type of mission makes the mission much tougher.
- *Firefight missions* that are all-out urban warfare.

MISSION OBJECTIVES

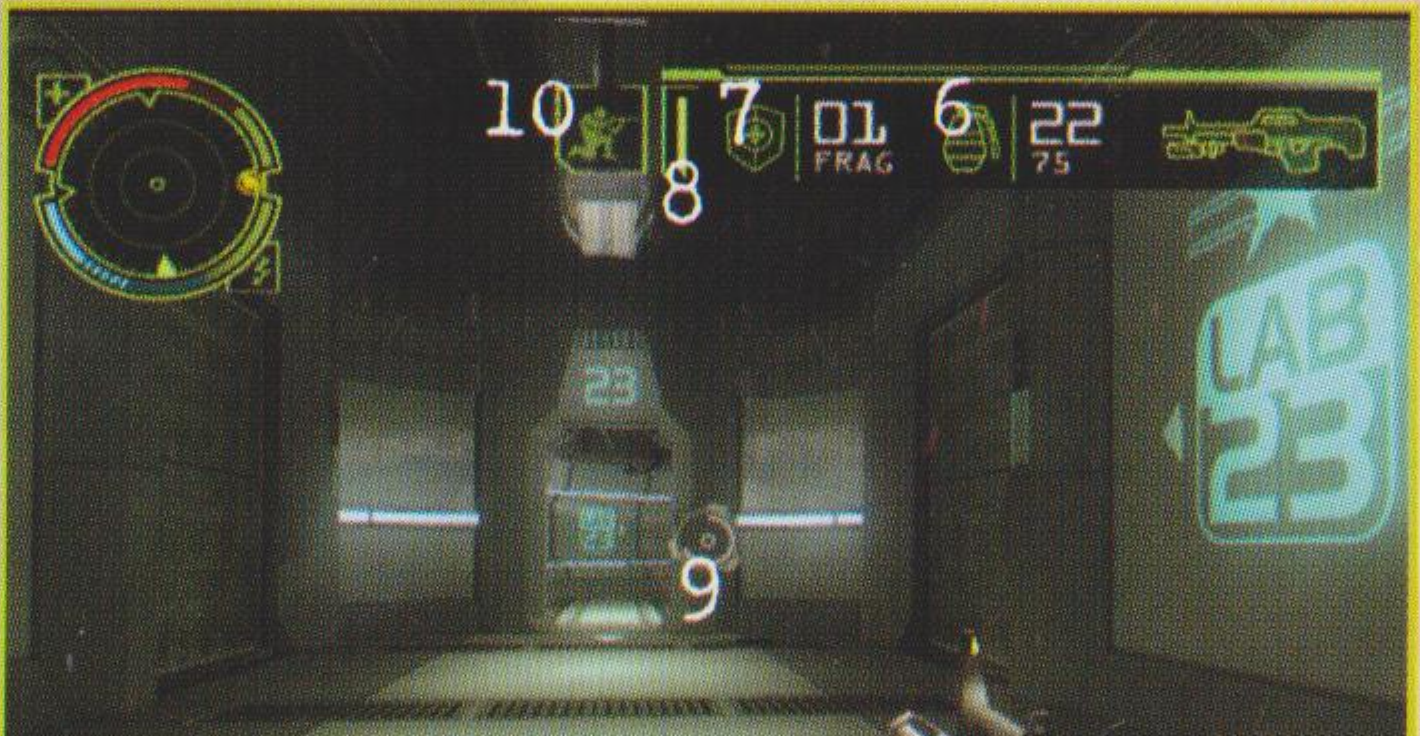
Your orders are assigned as mission objectives.

- Mission objectives appear as yellow circles on the Radar. (See page 8.)
- Press the ▶ START button to see primary and secondary objectives (on the Pause screen) during play.
- Press the ■ SELECT button to toggle Navigational Display mode, which marks the direction to the next objective.
- Coalition Command will be in contact via radio with objective updates and intel

GAME SCREEN


1
3
01
NANO
01
06
4
5
2
STATUS

1. Health Level
2. Bio-Energy Levels
3. Radar/Compass
4. Primary Weapon
5. Ammo Remaining

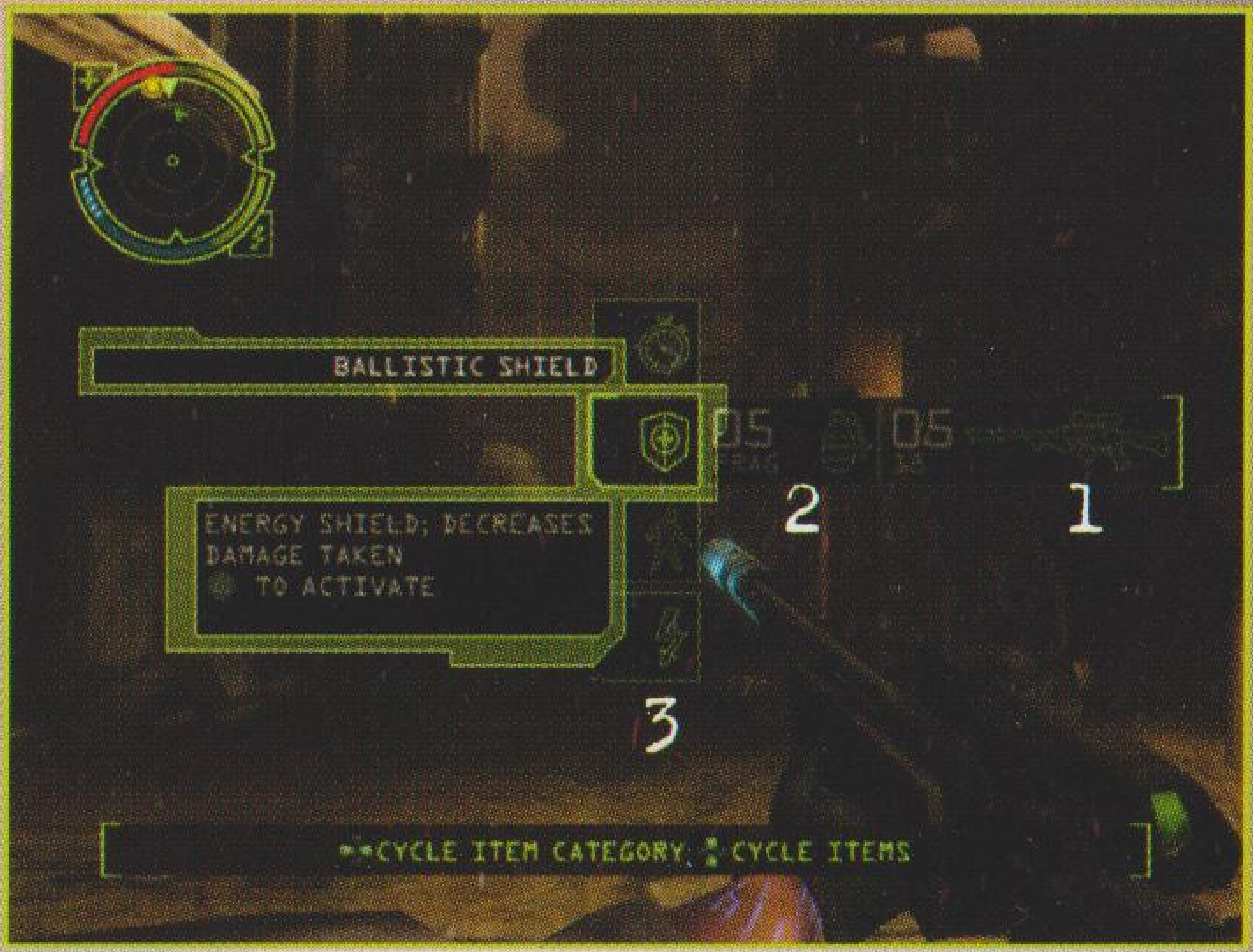

10
7
01
FRAG
6
22
75
8
23
LAB 23
9

6. Secondary Weapon
7. Selected Bio-aug
8. Aug Meter
9. Reticle
10. Crouched Icon

GAME SCREEN INDICATORS

HEALTH LEVEL	Each time you take a hit, the red decreases in the meter. When you get to a critical state the meter flashes white and an alarm sounds.
BIO-ENERGY LEVELS	Power source for your bio-augmentations.
RADAR/COMPASS	■ *Single Player* — Shows enemy locations (red blips), friendly locations (green blips), neutral bot/unarmed human locations (white blips) and mission objectives (yellow circles). The solid arrow around the radar represents *North* on the compass. When an alarm is activated the radar flashes red. ■ *Multiplayer* — Shows Ammo Station (light blue blips) and First Aid Stations (green blips). Walk up to these and press the □ button to load up on ammo or replenish health. It also shows gun turrets and heavy machine gun positions that you can operate (grey blips). During Capture the Flag games, also shows flag positions (large red or blue blips), flags in transit (team colours) and mission objectives (yellow blips).
PRIMARY WEAPON	The primary weapon you currently hold.
AMMO REMAINING	Large number indicates rounds remaining in clip or magazine of your selected weapon. Small number indicates total rounds you have. Empty the weapon and you auto reload. Manually reload by pressing the □ button.
SECONDARY WEAPON	The item you have equipped to throw by pressing the L1 button. Press the L1 button again to detonate/activate the weapon after throwing it. Its name and number remaining appear next to its icon.
SELECTED BIO-AUG	The bio-aug you will use when you press the △ button.
AUG METER	Shows the bio-aug energy consumption during use of a skill. When the reserve runs out, the skill terminates and the reserve recharges to optimum if you have enough bio-energy. Audio alerts tell you both when the reserve is optimum and when it is approaching zero.
RETICLE	Use the reticle to aim a weapon: ■ The reticle turns red when over a hostile. ■ It turns green when over a friendly. ■ Watch the Ammo Gauge Circle to see ammo remaining before you need to reload. ■ With some primary weapons, hold the R1 button and watch the charge level in the reticle to insure max power before releasing the button to fire the shot.
CROUCHED ICON	When you press the ○ button to crouch, this icon appears. You move slowly in this position but present a smaller target. Press the ○ button again to stand erect; you're now able to move faster.
AMMO ICON	Appears when you pick up or walk over ammo.

INVENTORY



ENERGY SHIELD; DECREASES DAMAGE TAKEN
◎ TO ACTIVATE

1. Primary Weapons
2. Secondary Weapons
3. Bio-augmentations

The inventory has three categories: *Primary Weapons, Secondary Weapons* and *Bio-augmentations*. All inventory items must be acquired.

When you have items in inventory:

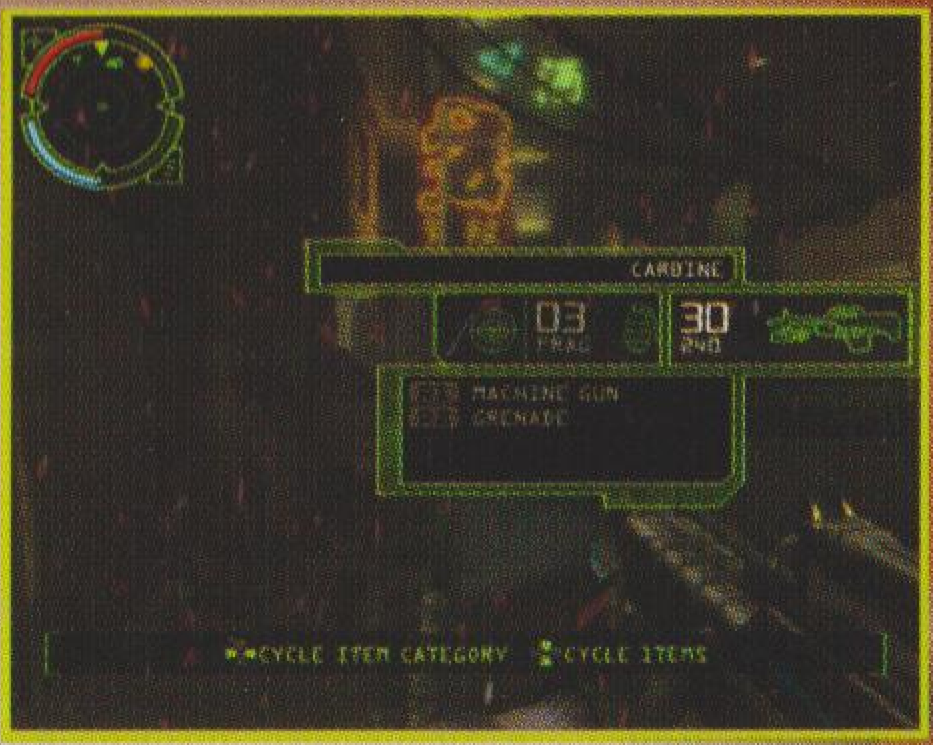
- Press and hold the L2 button to open the inventory.
- While holding the L2 button, use the left analog stick or directional buttons to select a category and item.
- Release the L2 button to equip the selected item.

You can also make selections without opening the inventory. While in-game (with the inventory closed):

- Press the directional buttons ⬆/⬇ to cycle forward/back through the primary weapons.
- Press the directional button ➡ to cycle through secondary weapons.
- Press the directional button ⬅ to cycle through bio-augmentations.

WEAPONS

A briefing appears when you acquire a weapon. Study this to understand the weapon's full capabilities.



PRIMARY WEAPONS

BASIC PRIMARY WEAPONS

These are your three basic primary weapons. You will find more awesome firepower as you progress through battle.

PISTOL	Silenced close-range weapon perfect for stealth.
CARBINE	Standard military issue automatic rifle, highly effective during firefights.
SHOTGUN	Lethal weapon for close combat.

AIM & FIRE

Use the right analog stick to aim your weapon and press the R1 button to fire (press and hold for automatic weapons).

- The reticle turns red when aimed at an enemy. It projects a red pointer if you've taken damage from that enemy.
- The reticle turns green when positioned over a friendly.

PRECISION AIM

Press the R3 button to toggle zoom in/out.

- The sniper rifle has 2x and 4x scope magnification.
- The weapon automatically disengages from precision aim when reloading.

ALT FIRE

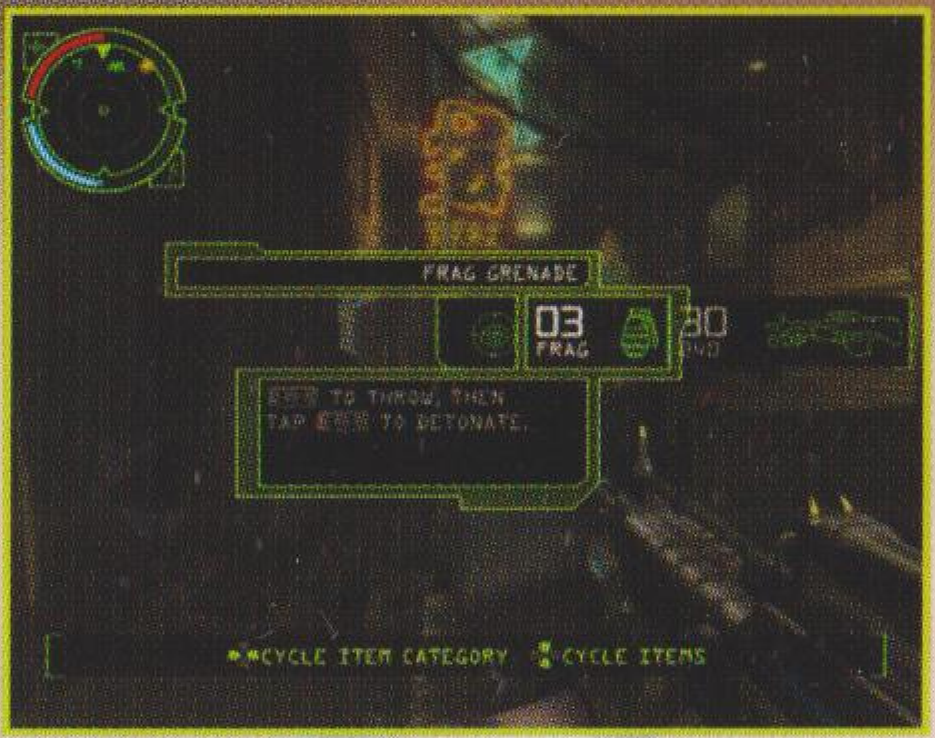
Primary weapons have an alternate fire mode. To use it, press the R2 button.

NOTE: Check the weapon briefing when you acquire the weapon to view special alt-fire characteristics. You can also see weapon use details by selecting the weapon in inventory.

SPECIAL TOOLS

These special non-weapon tools also reside in the primary weapons inventory:

KINETIC KICKER	Tool used to push or pull objects, and to collect ammo or other collectible items. (See page 14.)
ICEPICK	Hack tool for several types of electronic equipment. (See page 15.)



TO THROW, THEN TAP TO DETONATE.

SECONDARY WEAPONS

To use the selected secondary weapon, press the L1 button.

THROW/AIM

When using a grenade or riot wall, move the right analog stick to aim your throw, then press the L1 button to throw.

> *NOTE: Learn to judge the trajectory of a thrown weapon and raise your aim to compensate for the distance you need to throw.*

DETONATE

Frag, EMP and flash grenades will explode or deploy using built-in timers, but you can manually detonate at will by pressing the L1 button a second time after throwing. For example, while a frag grenade is in midair, press the L1 button a second time to create a lethal air burst.

GRENADE TYPES

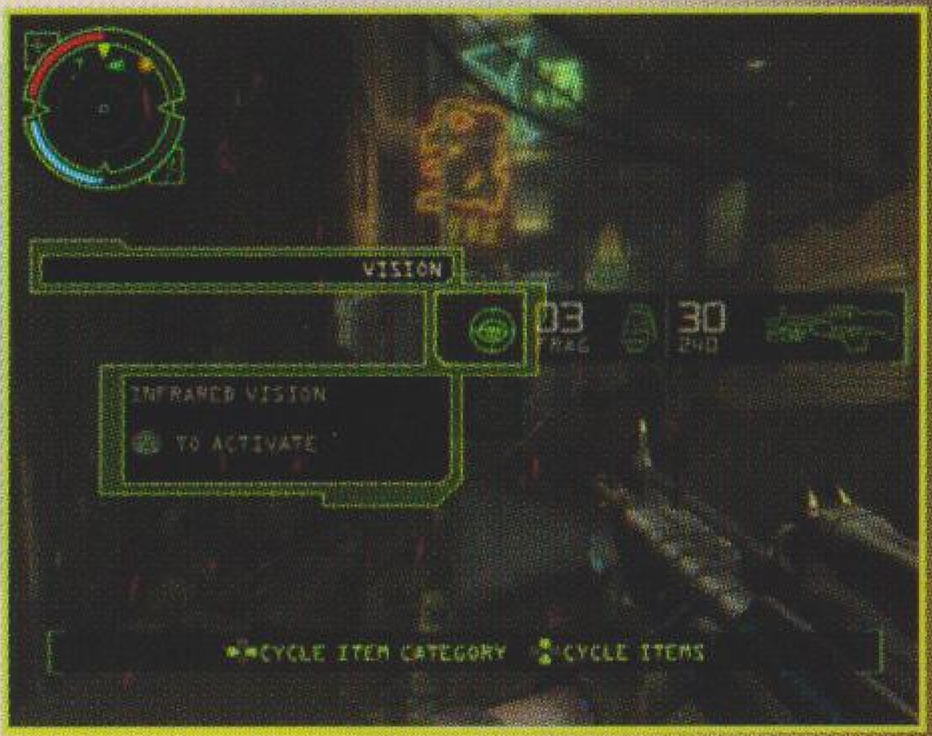
FRAG	The explosion sends metal fragments in every direction. Good anti-personnel weapon for multiple enemies in a cluster. Can be dodged by target.
EMP	Electromagnetic pulse damages or disables electronic circuitry. Use against sentry bots, auto turrets or to disable shield units carried by soldiers.
FLSH	Flash-bang stun grenades explode with blinding light and concussion. They are non-lethal. Use to escape a deadly situation or shock enemies as you attack.
GAS	Unleash a lethal cloud of poisonous gas.
SPDR	Mini spider droids deploy to track down and open fire on enemy forces. Deploy a couple of these to watch your back or even the odds during a firefight.

SPECIAL TOOLS

These special non-weapon tools also reside in the secondary weapons inventory:

NANO BOOST	This device will completely heal you, recharge your bio-energy, rescue you from the brink of death and reverse the Snowblind effect.
RIOT WALL	Thrown device that unfolds into a temporary barrier you can use as cover. Deploy this force field to create a protected position anywhere on the battlefield.

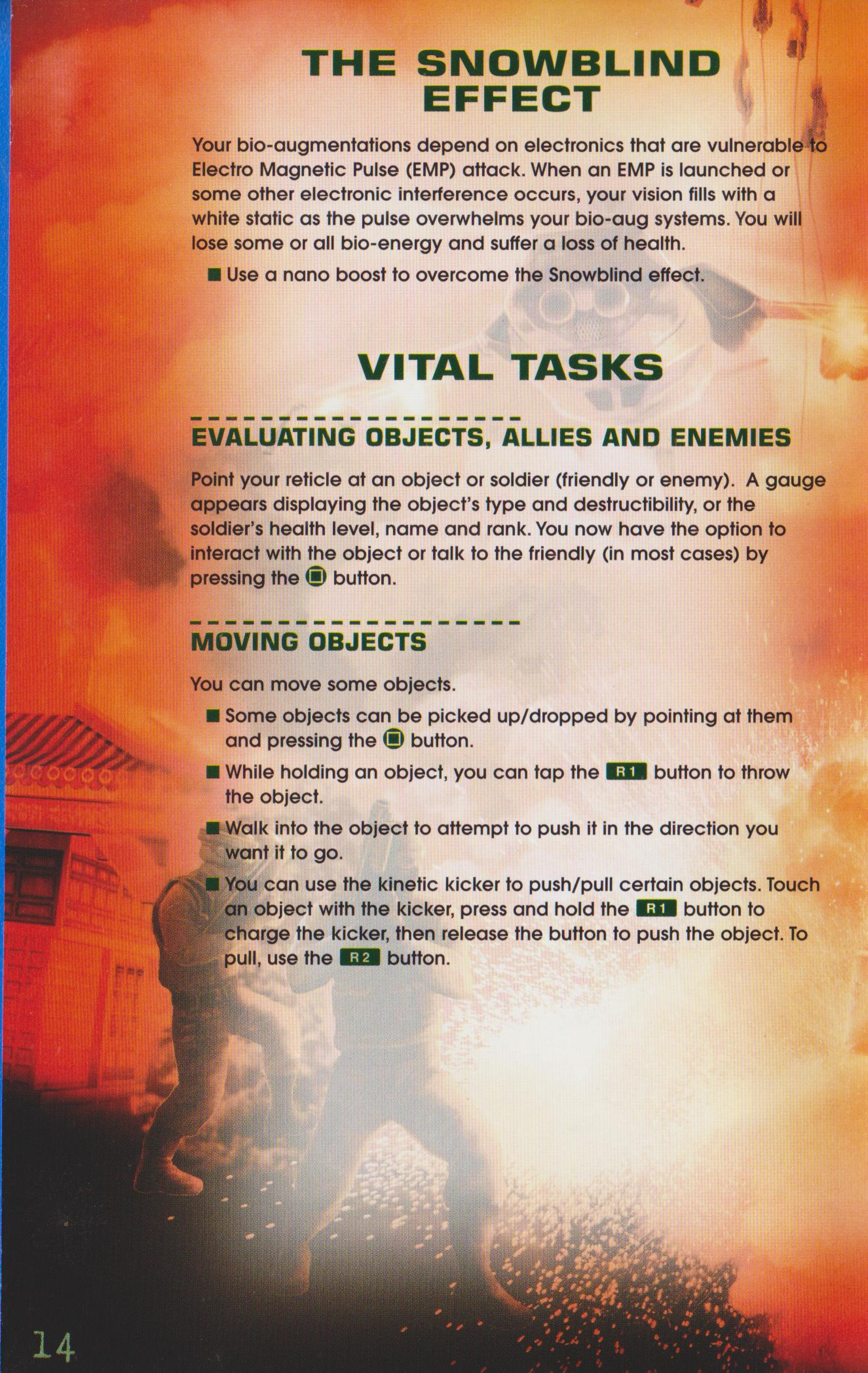
BIO-AUGMENTATIONS



Bio-augmentations are the special combat capabilities that were surgically implanted during your transformation. They draw power from your bio-energy.

Press the △ button to invoke the equipped bio-aug. The Reserve gauge begins to discharge as you use the power. When the gauge empties or you press the △ button again, the bio-aug terminates and you return to normal.

ENHANCED VISION	Enhanced vision causes all enemies and cloaked mines to stand out from their environment. It makes dark areas brighter for easier navigation, and allows you to see enemies through walls.
INVISIBILITY	Walk undetected within inches of the enemy. This bio-aug disengages if you open fire with a primary or secondary weapon.
REFLEX BOOST	This slows the perception of time, allowing you to react more quickly to enemy actions.
ELECTRICAL STORM	Discharge a potentially fatal high-voltage electrical jolt in front of you.
BALLISTIC SHIELD	This protective force field surrounds you and absorbs the damage of attacks. As it absorbs attack, your aug meter drains from the effects of the attack and time.



THE SNOWBLIND EFFECT

Your bio-augmentations depend on electronics that are vulnerable to Electro Magnetic Pulse (EMP) attack. When an EMP is launched or some other electronic interference occurs, your vision fills with a white static as the pulse overwhelms your bio-aug systems. You will lose some or all bio-energy and suffer a loss of health.

- Use a nano boost to overcome the Snowblind effect.

VITAL TASKS

EVALUATING OBJECTS, ALLIES AND ENEMIES

Point your reticle at an object or soldier (friendly or enemy). A gauge appears displaying the object's type and destructibility, or the soldier's health level, name and rank. You now have the option to interact with the object or talk to the friendly (in most cases) by pressing the □ button.

MOVING OBJECTS

You can move some objects.

- Some objects can be picked up/dropped by pointing at them and pressing the □ button.
- While holding an object, you can tap the R1 button to throw the object.
- Walk into the object to attempt to push it in the direction you want it to go.
- You can use the kinetic kicker to push/pull certain objects. Touch an object with the kicker, press and hold the R1 button to charge the kicker, then release the button to push the object. To pull, use the R2 button.

HACKING

Perform your hacking skills on electronic equipment using the icepick (from the primary weapons inventory). You can hack:

- Security panels.
- Computer panels.
- All types of auto turrets.
- All types of bots.

NOTE: The walker is not hackable. It is a vehicle piloted by a human.

HOW TO HACK

With the icepick equipped, point and shoot at an electronic object. Once the icepick deploys by unfolding with an audible clack, you are ready to execute the hack by pressing the R1 button again to display the command screen for the computer or bot you are hacking.

- A misfired icepick is reusable, and a successfully fired icepick is not. To recover a misfired icepick, aim at it and press the □ button to return it to your inventory.
- Once you hack a security panel, point at it and press the R1 button to bring up the Hack Panel options. Use the left analog stick to select an option. Press the △ button to hide the Hack Panel options display.
- If you are attacked while performing a hack, the hacking process stops.

REPUBLIC SECURITY SYSTEMS

You will encounter auto turrets, security cameras and trip lines set by the enemy. Some of these systems are activated when the enemy presses an alarm switch. You can override certain systems from panels. Turrets and cameras can be disabled, destroyed or turned against the enemy by using your hacking skills.

VEHICLES

Use cars, combat buggies, tanks and walkers to move quickly or attack the opposition. Combat buggies, tanks and walkers give you massive firepower including machine guns (R1 button) and homing missiles (R2 button). Even though a car may be unarmed, you can use it as a ramming weapon.

IMPORTANT: The turret part of the vehicle moves independently from the body. For example, when you move the walker's upper body to aim the guns (right analog stick), the legs remain pointed in the direction you are walking (left analog stick).

COLLECTIBLES

To pick up a collectible (health, bio-energy, ammo), walk over it.

- You can also point at it and press the ⊡ button to collect it. (If this doesn't work, move closer and try again.)
- Use the kinetic kicker (from the primary weapons inventory) to pull the collectible toward you.

WEAPONS AND AMMO

All human enemies will drop the weapons they are carrying when defeated, and you can collect these. Find additional weapons, cartridges, shells, rockets, mines and energy cells scattered around the area or contained in supply crates. Destroy supply crates by shooting or hitting them to get the collectible inside.

HEALTH

- Pick up a *health pack* for instant first aid. Available in large and small dosages.
- Pick up a *health upgrade implant* to increase your maximum health level.

NANO BOOST

The nano boost is a total treatment. Its benefits include:

- Restoring full health and bio-energy.
- Reversing the Snowblind effect.

ENERGY CELL

Ammo used by the H.E.R.F. gun and rail laser. The H.E.R.F. gun also has a reserve energy clip.

BIOCELL

- Pick up *biocell capsules* to restore your bio-energy meter. Available in large and small sizes.
- Pick up a *biocell upgrade* to increase the capacity of your bio-energy meter.

ICEPICK

Necessary for performing hack attacks.

SAVING GAME DATA

You can save your game by:

- Selecting *Yes,* when prompted at the completion of a key objective, to bring up the Save Game screen.
- Using *save points* found in out-of-the-way rooms. Look for the Save Point icon on doors that lead to a save point. Pass through the doors, approach the save point and press the □ button to bring up the Save Game screen.

On the Save Game screen, press the directional buttons ←/→ to select the profile you want, then ↑/↓ to select a data file within that profile to save to. Press the ⊗ button. When prompted to overwrite the current file, select *Yes* and press the ⊗ button.

NOTE: Selecting YES *will overwrite older data in a save file. Once you overwrite data, it cannot be restored.*

PAUSE MENU

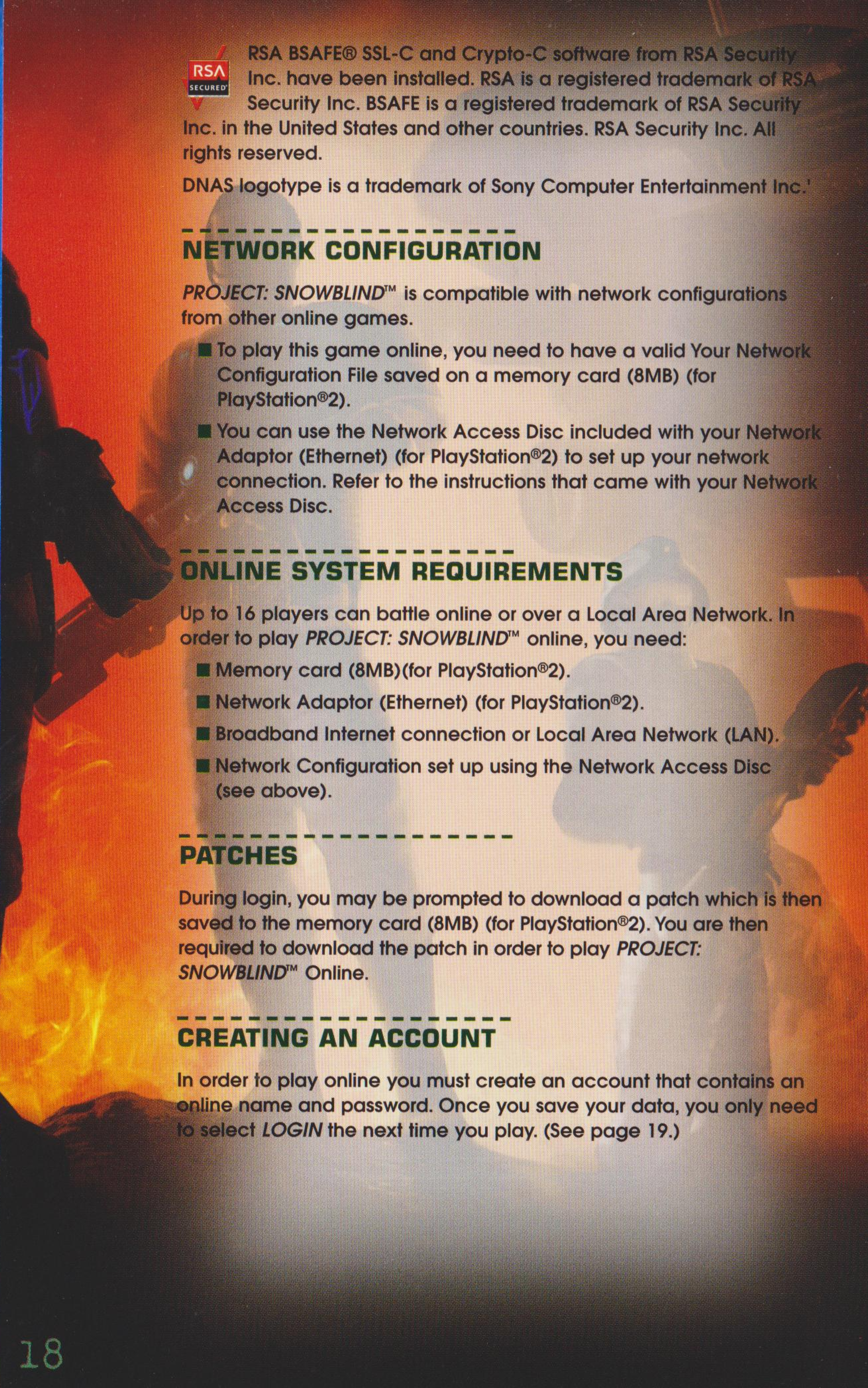
Press the ▶ START button to open the Pause Menu. From here you can view both primary and secondary objective assignments and status, load a saved game, and change game options.

RESUME GAME	Resume your current game.
LOAD GAME	Load save game data to continue the game from the point where it was saved.
OPTIONS	Adjust various game settings, including: ■ *Controls* — Select a control scheme and toggle the invert camera feature on/off. ■ *Volume* — Adjust SFX (Sound Effects), Music and USB Headset volume. ■ *Brightness* — Adjust the brightness of your TV screen. ■ *Vibration & Subtitles* — Turn the controller's vibration function and game subtitles on/off.

ONLINE PLAY

The online portion of this game is subject to the terms and conditions under the User Agreement located within the game. A full copy of the User Agreement is available at: www.eu.playstation.com/europe/europe_select

A Network Adaptor (Ethernet) (for PlayStation®2) is required to play online. Install the Network Adaptor (Ethernet) (for PlayStation®2) into your console according to the instructions in its instruction manual. A memory card (8MB) (for PlayStation®2) with a valid Your Network Configuration file is required to play online.



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NETWORK CONFIGURATION

PROJECT: SNOWBLIND™ is compatible with network configurations from other online games.

- To play this game online, you need to have a valid Your Network Configuration File saved on a memory card (8MB) (for PlayStation®2).
- You can use the Network Access Disc included with your Network Adaptor (Ethernet) (for PlayStation®2) to set up your network connection. Refer to the instructions that came with your Network Access Disc.

ONLINE SYSTEM REQUIREMENTS

Up to 16 players can battle online or over a Local Area Network. In order to play *PROJECT: SNOWBLIND*™ online, you need:

- Memory card (8MB)(for PlayStation®2).
- Network Adaptor (Ethernet) (for PlayStation®2).
- Broadband Internet connection or Local Area Network (LAN).
- Network Configuration set up using the Network Access Disc (see above).

PATCHES

During login, you may be prompted to download a patch which is then saved to the memory card (8MB) (for PlayStation®2). You are then required to download the patch in order to play *PROJECT: SNOWBLIND*™ Online.

CREATING AN ACCOUNT

In order to play online you must create an account that contains an online name and password. Once you save your data, you only need to select *LOGIN* the next time you play. (See page 19.)

USING THE USB HEADSET

The USB Headset allows you to talk to other players during play. This is an optional feature, and is not required to enjoy the game. Connect the USB Headset into either the upper or lower USB connector, located on the front of the console, before turning the power on. Press and hold the L2 button, wait for the tone and speak. Release the button when you finish talking.

GET CONNECTED & CREATE AN ACCOUNT

1. On the Main Menu, select *Multiplayer Internet.*
2 Select a network configuration to connect to the Internet.
3. Read and accept the Online Agreement. You must accept the terms of the Online Agreement to play online.
4. Create an account. In order to play online you must create an account that contains an online user name and password.
    4a.The first time you see the Select Profile screen, select *Create Online Account.* Then use the virtual keyboard to enter an online name (of four or more characters), password, password confirmation, and email address.
    4b.Select *Yes* or *No* in response to the series of requests, and finally select *Continue.*
    4c.Enter your gender, birth date, country and Post code, and select *Create Account.* If no other person has the user name you created, a new account profile is created.

    NOTE: Be sure to remember or write down your password. Eidos Limited. Customer Service cannot retrieve lost passwords.
5. You will be prompted to save your account profile (which includes your password). Select *Yes* and you will only have to select *Login* to connect the next time you play.

    NOTE: A memory card (8MB) (for PlayStation®2) with 33KB of free space is required to save an account profile.

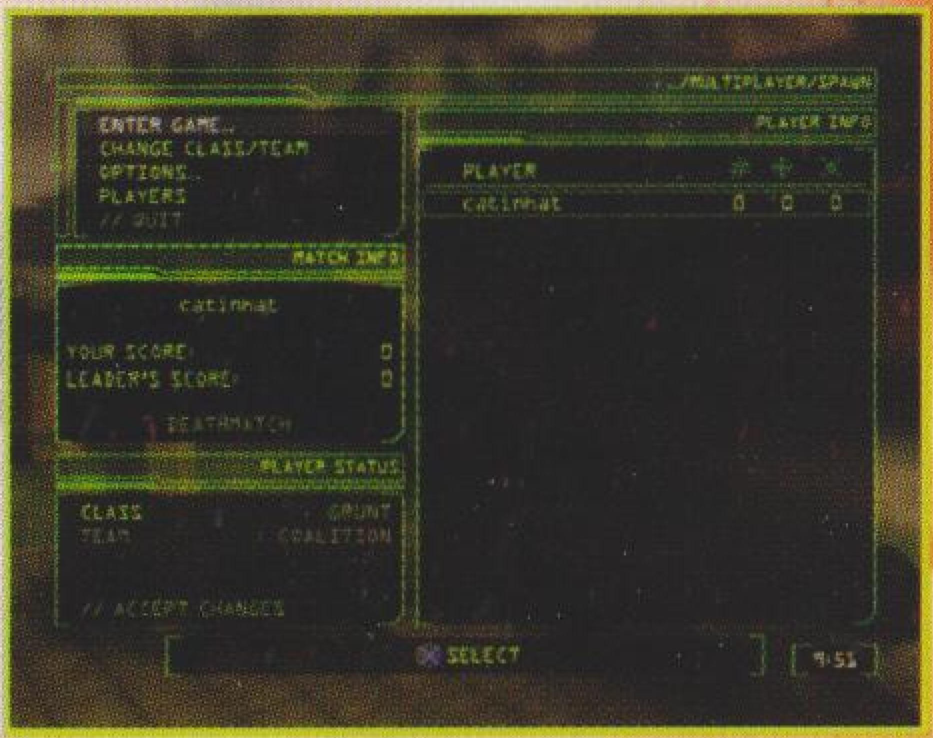
LOBBY MENU

FIND GAME	Select this to view the active games and start playing.
HOST GAME	Create an online game according to your own parameters.
FIND FRIENDS	Search for active games that include your friends.
VIEW CLANS	View the Clan Homepage.
VIEW STATS	View game play stats for yourself and other online players.

ONLINE MULTIPLAYER GAMES

STAGING SCREEN

The Staging screen appears after you select or create a game. You enter the game from this screen and return to it at the end of play.


.../MULTIPLAYER/SPAWN
ENTER GAME...
CHANGE CLASS/TEAM
OPTIONS...
PLAYERS
// QUIT
MATCH INFO
PLAYER STATUS
// ACCEPT CHANGES
PLAYER INFO
SELECT
9:51

catinhat

YOUR SCORE: 0
LEADER'S SCORE: 0

DEATHMATCH

CLASS: GRUNT
TEAM: COALITION

PLAYER			
catinhat	0	0	0

Before starting play, use this screen to:

- Change option settings including controller settings.
- Change your class (see below) and switch teams.
- View the screen names and team affiliations of other players.
- View scores and see the game type set by the host.

MULTIPLAYER GAME FEATURES

CLASS & LOADOUT

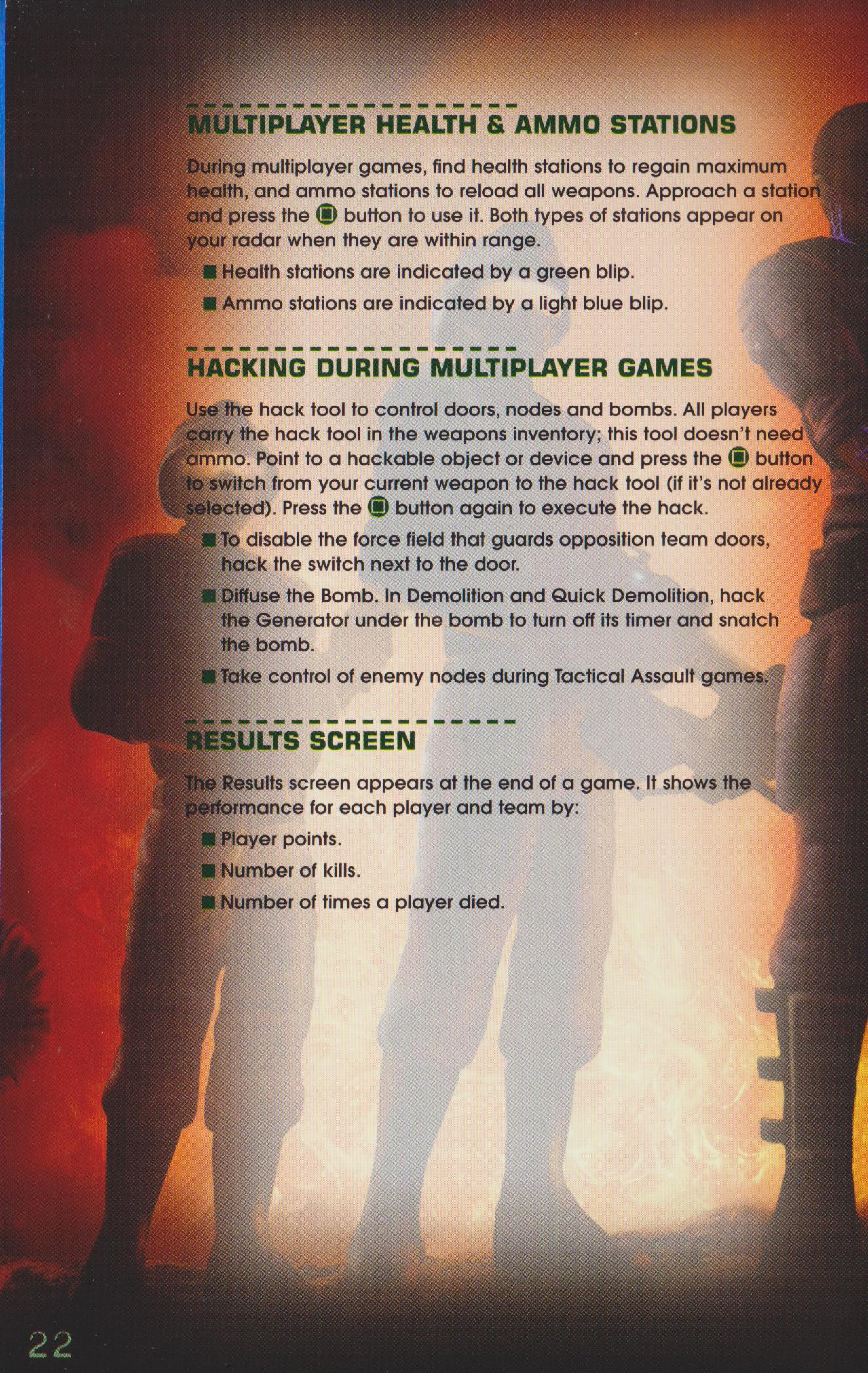
On the Staging screen, you can select the class (type of fighter) you want to be. Each fighter class uses different primary weapons, secondary weapons and bio-augs. For example, the Sniper class carries a sniper rifle as the primary weapon, while the Scout class carries a shotgun. You can select a new class when you respawn or pause play. The change will take place the next time you respawn.

MUTE/UNMUTE PLAYER

With the *Voice* option *ON*, select this to mute a specific player.

ONLINE/LAN GAME TYPES

DEATHMATCH	Destroy all opponents. At the end of play, the player with most kills wins.
TEAM DEATHMATCH	Destroy the opposing team. At the end of play, the team with most kills wins.
CAPTURE THE FLAG	Each team has its own coloured flag located within a defensible base. Fight your way to the enemy flag and take possession of it to win. You can recapture your own team flag and return it to your base. You must have your own flag at your base when capturing the enemy flag to score. Use flag icons at the lower left of the screen to check flag status: ■ When you have the enemy flag, an opposition flag icon appears over your team icon. ■ When a flag is in transit, its icon pulses and a yellow circle with the team colour appears on the radar.
FAST FLAG CAPTURE	Bring your opponents' flag to your base to score. Your flag does not have to be at your base in order for you to score.
HUNTER	The hunter is an invisible stalker who tracks down and kills other players. The hunter has more health than the other players, all weapons and bio-augs, and permanent invisibility. Become the hunter by finding the hunter token placed somewhere on the battlefield. If you are killed while the hunter, you drop the token. Player with the most points at the end of the match wins.
ASSAULT	Defend your team's generator while working to destroy the opposition's generator. First team to destroy the opposition generator wins.
TACTICAL ASSAULT	Defend your team's generator and work to destroy the opposition's generator after disabling their generator shields. To destroy their shields, you must hack into the opposition nodes. First team to destroy the opposition generator wins. ■ Nodes appear on the radar and are linked in sequential order from one base to the next.
DEMOLITION	Team play. Find a bomb at a spawn point and transport it to designated targets inside the opposition base. Disarm a bomb on your own base by approaching it and pressing the ⊡ button. The bomb is on an auto timer. When it blows, the base is destroyed, the round ends and the opposition gets a point. At the end of play, the team with the most points wins. Check the bomb icon at the lower left of the screen to see which team has the bomb. ■ Red is the Republic. ■ Blue is the Coalition ■ White means no team has the bomb.
QUICK DEMOLITION	Same as Demolition except that the bomb timer only pauses when defused; it does not reset. *NOTE: In both Demolition and Quick Demolition, use the ⊡ button to hack. See page 22 for details.*



MULTIPLAYER HEALTH & AMMO STATIONS

During multiplayer games, find health stations to regain maximum health, and ammo stations to reload all weapons. Approach a station and press the ▣ button to use it. Both types of stations appear on your radar when they are within range.

- Health stations are indicated by a green blip.
- Ammo stations are indicated by a light blue blip.

HACKING DURING MULTIPLAYER GAMES

Use the hack tool to control doors, nodes and bombs. All players carry the hack tool in the weapons inventory; this tool doesn't need ammo. Point to a hackable object or device and press the ▣ button to switch from your current weapon to the hack tool (if it's not already selected). Press the ▣ button again to execute the hack.

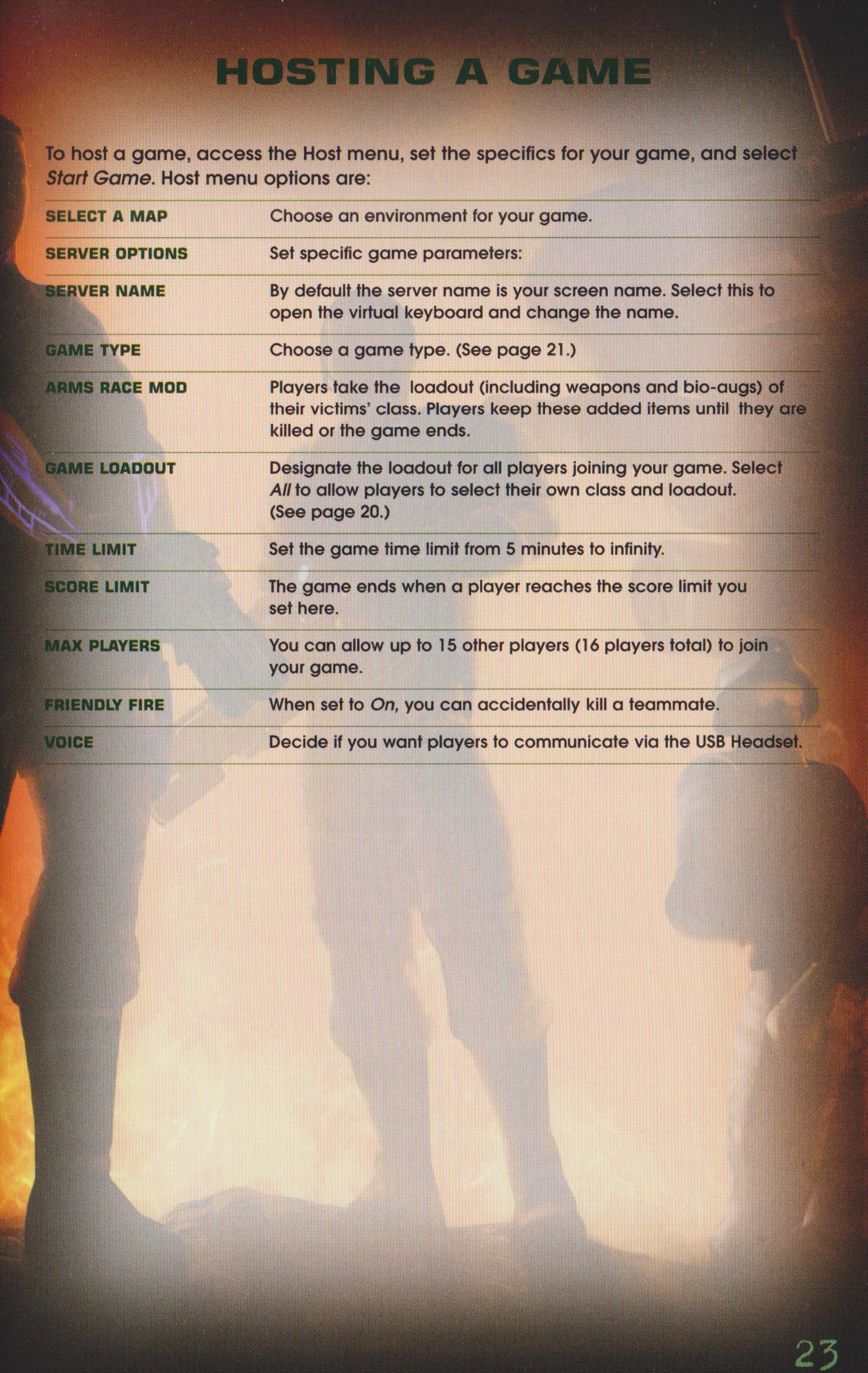
- To disable the force field that guards opposition team doors, hack the switch next to the door.
- Diffuse the Bomb. In Demolition and Quick Demolition, hack the Generator under the bomb to turn off its timer and snatch the bomb.
- Take control of enemy nodes during Tactical Assault games.

RESULTS SCREEN

The Results screen appears at the end of a game. It shows the performance for each player and team by:

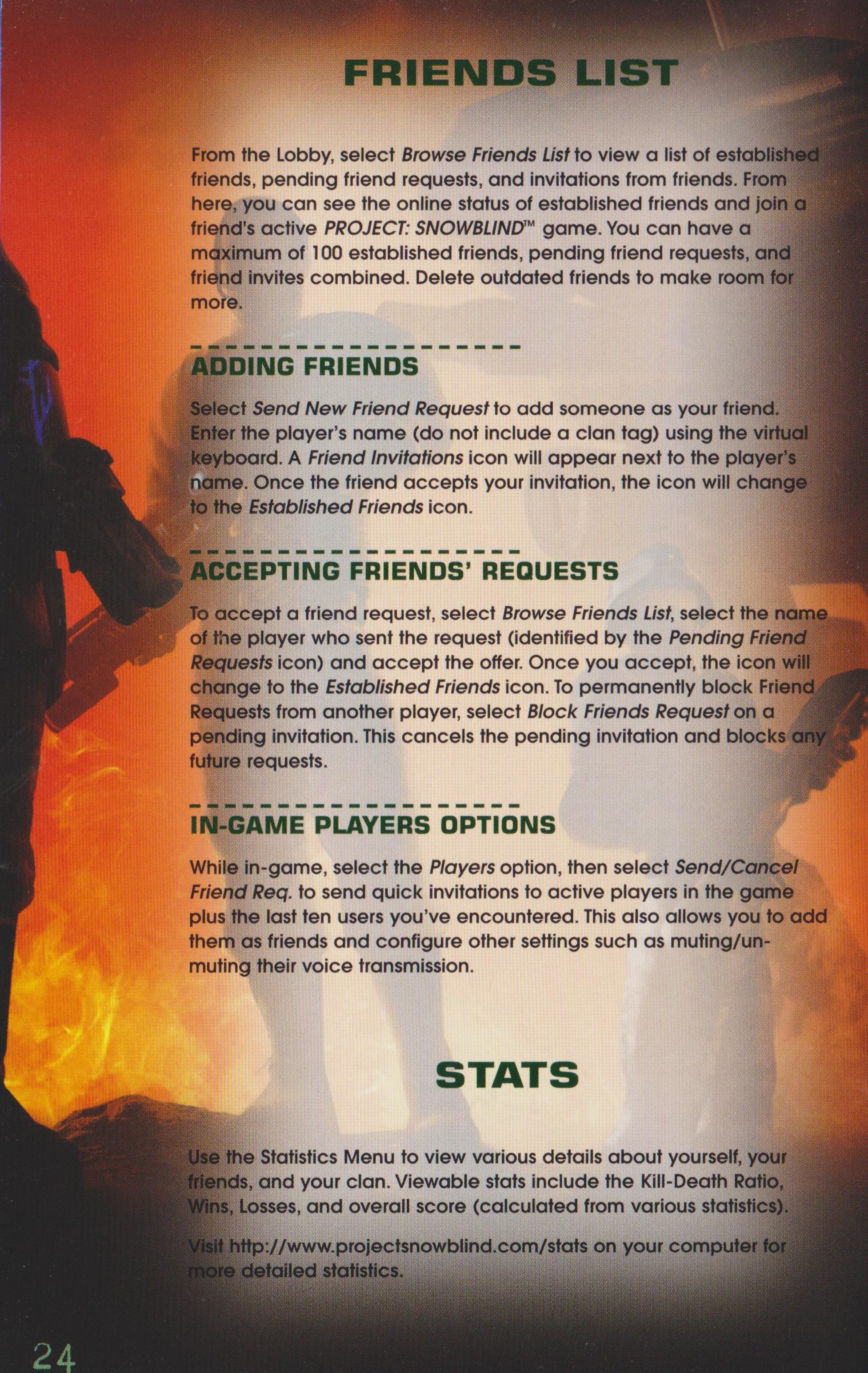
- Player points.
- Number of kills.
- Number of times a player died.

HOSTING A GAME



To host a game, access the Host menu, set the specifics for your game, and select *Start Game.* Host menu options are:

SELECT A MAP	Choose an environment for your game.
SERVER OPTIONS	Set specific game parameters:
SERVER NAME	By default the server name is your screen name. Select this to open the virtual keyboard and change the name.
GAME TYPE	Choose a game type. (See page 21.)
ARMS RACE MOD	Players take the loadout (including weapons and bio-augs) of their victims' class. Players keep these added items until they are killed or the game ends.
GAME LOADOUT	Designate the loadout for all players joining your game. Select *All* to allow players to select their own class and loadout. (See page 20.)
TIME LIMIT	Set the game time limit from 5 minutes to infinity.
SCORE LIMIT	The game ends when a player reaches the score limit you set here.
MAX PLAYERS	You can allow up to 15 other players (16 players total) to join your game.
FRIENDLY FIRE	When set to *On,* you can accidentally kill a teammate.
VOICE	Decide if you want players to communicate via the USB Headset.



FRIENDS LIST

From the Lobby, select *Browse Friends List* to view a list of established friends, pending friend requests, and invitations from friends. From here, you can see the online status of established friends and join a friend's active *PROJECT: SNOWBLIND*™ game. You can have a maximum of 100 established friends, pending friend requests, and friend invites combined. Delete outdated friends to make room for more.

ADDING FRIENDS

Select *Send New Friend Request* to add someone as your friend. Enter the player's name (do not include a clan tag) using the virtual keyboard. A *Friend Invitations* icon will appear next to the player's name. Once the friend accepts your invitation, the icon will change to the *Established Friends* icon.

ACCEPTING FRIENDS' REQUESTS

To accept a friend request, select *Browse Friends List*, select the name of the player who sent the request (identified by the *Pending Friend Requests* icon) and accept the offer. Once you accept, the icon will change to the *Established Friends* icon. To permanently block Friend Requests from another player, select *Block Friends Request* on a pending invitation. This cancels the pending invitation and blocks any future requests.

IN-GAME PLAYERS OPTIONS

While in-game, select the *Players* option, then select *Send/Cancel Friend Req.* to send quick invitations to active players in the game plus the last ten users you've encountered. This also allows you to add them as friends and configure other settings such as muting/un-muting their voice transmission.

STATS

Use the Statistics Menu to view various details about yourself, your friends, and your clan. Viewable stats include the Kill-Death Ratio, Wins, Losses, and overall score (calculated from various statistics).

Visit http://www.projectsnowblind.com/stats on your computer for more detailed statistics.

- View any player's statistics by selecting *Player* and entering the player's name on the virtual keyboard. The player's name will be displayed between the seven immediately higher-scoring and seven immediately lower-scoring players.
- To view the top tier players in *PROJECT: SNOWBLIND™*, select *Top 15.* Select *Friends* to view the best 15 players in your Friends List.
- If you have joined a clan, select *Clan* to view the top 15 players in your clan and see who's the MVP!

CLANS

Create a clan and invite others to join or answer the invitation to join a clan. Clan members have ranks (Leader, Officer, Soldier) that have different privileges. Leaders and Officers can recruit and kick out players. The Leader can promote and demote Officers and Soldiers. The Leader can also designate a new Leader.

CREATING YOUR CLAN

On the Online Lobby screen, select *Clans* to open the Clan Homepage. Select *Create Clan* and create a clan nickname from one to three characters. Then create your clan's full name from four to 20 characters.

INVITING OTHERS TO JOIN YOUR CLAN

Select *Invitations* and *Recruit* to ask other players to join your clan by using their screen names. View your recruiting efforts or cancel an invitation by selecting *Sent Invites*, selecting a player, and selecting *Yes* to confirm the retraction.

ACCEPTING AN INVITATION TO JOIN A CLAN

If you have been invited to join a clan, the ! icon appears next to the Clans option on the Online Lobby screen. To accept the invitation, select *Clans*, then *Invitations* and then *Invitations* again to enter the field of invitations. Select the invitation you want to accept, press the ⊗ button and select *Yes* to accept the invitation. To let everyone know you are not accepting invitations to join a clan, select *Toggle Status*. Change your mind by selecting it again.

POSTING NOTICES TO CLAN MEMBERS

Select *Notices* and write messages to all clan members using the virtual keyboard. Other clan members can read your posting by selecting *Notices* when they see the ! icon next to the *Notices* option.

VIEWING CLAN DETAILS

- View your clan ranking on the Clan Lobby screen, and select *Member List* to see the online status of all clan members.

TROUBLESHOOTING

FIREWALLS

In order to join or host a *PROJECT: SNOWBLIND*™ game from behind a router with NAT (Network Address Translation), or firewall, you may need to enable *Port Forwarding.* You will need to route, or forward, all data on port UDP 9103 to the IP address assigned to your console.

> *Note: Users using DHCP must ensure that their console is always assigned the IP address specified in the Port Forwarding setup; under these circumstances you may need to change your console from Auto Detect (DHCP) to a Static IP address using the Network Access Disc to ensure that forwarded data always gets to your console.*

If you are still having trouble connecting to other players, try bypassing the router or firewall by connecting your console directly to your DSL modem, cable modem, or other broadband device.

STATUS

You can check the status of the game servers and read news about *PROJECT: SNOWBLIND*™ by visiting www.eidos.com.

USB HEADSET

During gameplay, if your USB headset is plugged into your console but you are not able to chat with your opponent:

- Your opponent may not have a USB headset connected to the console.
- You and your opponent may have a low quality connection to each other.

LOCAL AREA NETWORK MULTIPLAYER GAMES

Local Area Network (LAN) gameplay is the same as the online game with the following requirements:

- Each console must be connected to a Network Adaptor (Ethernet) (for PlayStation®2) and its own television. The Network Adaptor (Ethernet) (for PlayStation®2) must be connected to a LAN via Ethernet. Each console supports one player.
- One player must host the LAN game.

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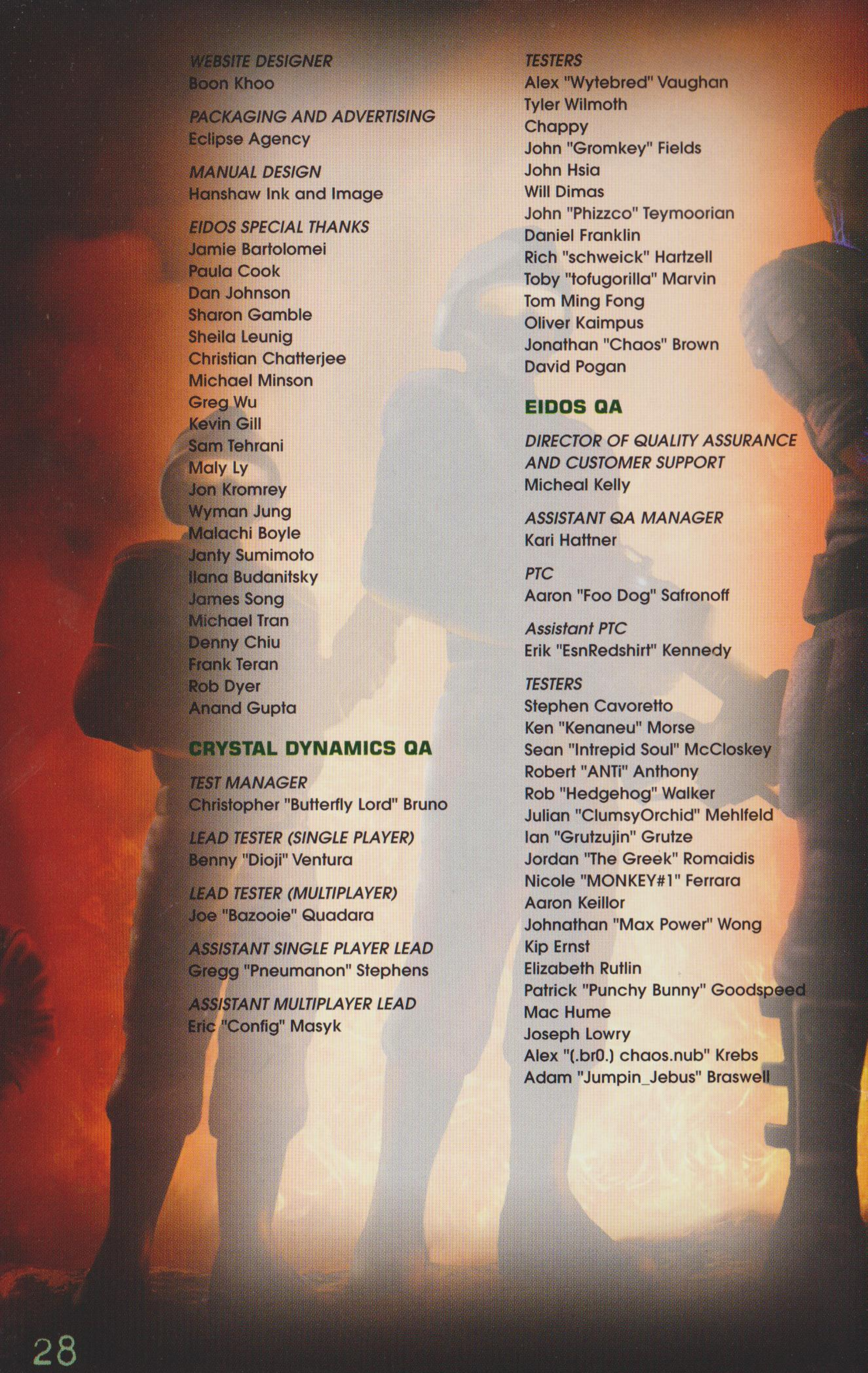

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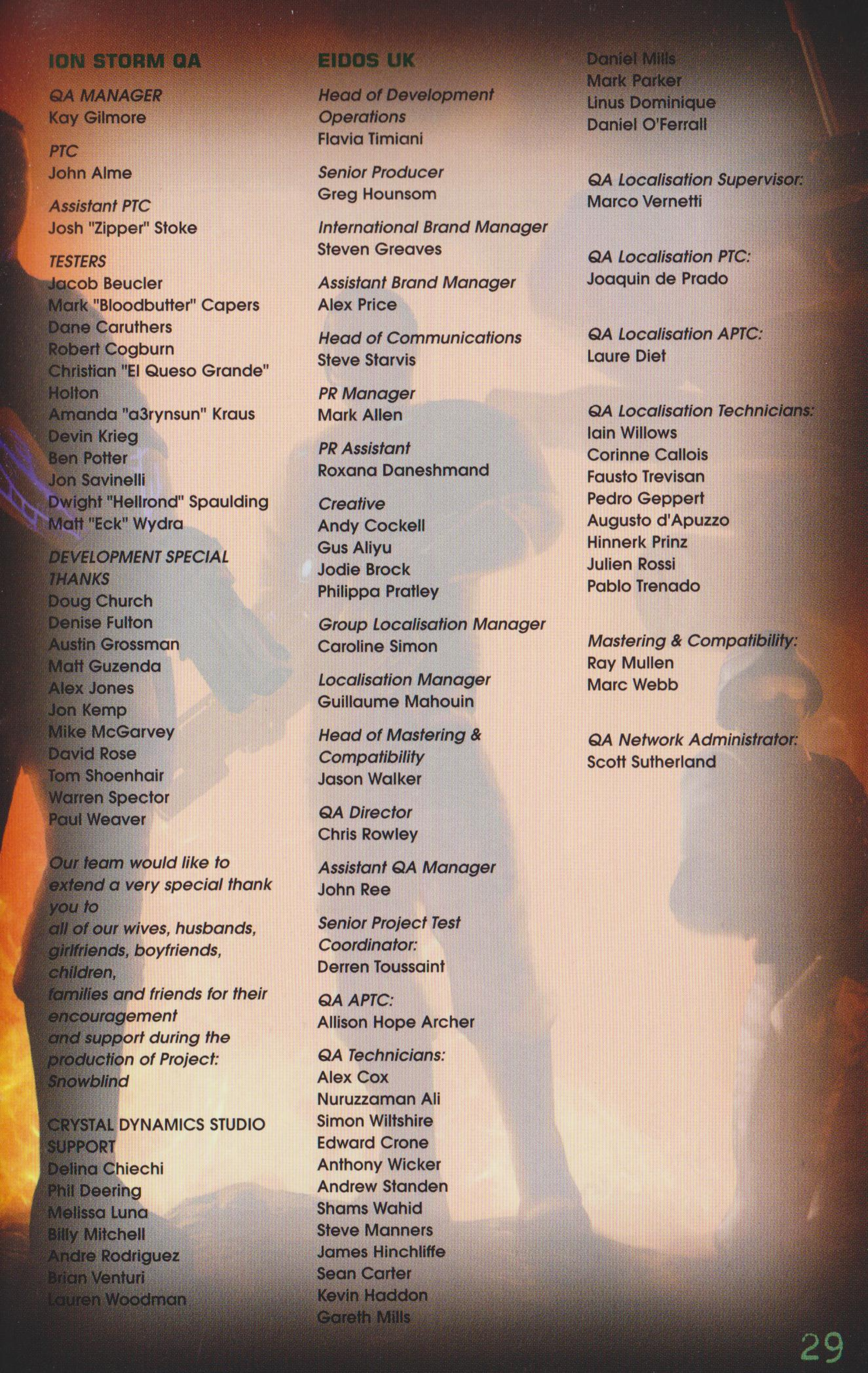

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SAFETY INFORMATION

This instruction manual contains important safety and health information that you should read and understand before using this software.

EPILEPSY WARNING

Please read before using this video game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Preferably play the video game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

[WARNING: AVOID DAMAGE TO YOUR TELEVISION]

Do not use with certain television screens and monitors. Some televisions, especially front- or rear-projection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

NEED SOME HELP?

WEB SUPPORT AT WWW.EIDOS.COM

TECHNICAL HELPLINE: 0870 9000222

For Queries regarding the replacement of discs or manuals (after the 90 day warranty period) or other non-technical and non-gameplay queries, please contact customer services at the address below:

Eidos Ltd
Wimbledon Bridge House
1 Hartfield Road
Wimbledon
SW19 3RU

Customer Services Numbers

Australia	**1300 365 911**	Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.
Österreich	**0820 500 535**	0.145 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.
Belgique/België/Belgien	**011 516 406**	Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.
Danmark	**33 26 68 00**	Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.
Suomi	**0600–411911**	17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.
France	**0820 31 32 33**	Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.
Deutschland	**01805 766 977**	0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.
Ελλάδα	**00321 0678 2000**	Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.
Ireland	**0818 365065**	All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.
Israel	**09 971170**	Please call these Customer Service Numbers only for hardware support of PlayStation products.
Italia	**848 82 83 84**	Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.
Malta	**21 344700**	National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.
Nederland	**0495 574 817**	Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.
New Zealand	**09 415 2447**	National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.
Norge	**820 75 050**	Mon-Fre 8.30-16.30. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.
Portugal	**707 23 23 10**	Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.
España	**902 102 102**	Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.
Sverige	**08 587 822 40**	Mån-Tors 8-17 Fre 8-15.30. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.
Suisse/Schweiz/Svizzera	**0848 84 00 85**	Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.
UK	**08705 99 88 77**	National rate. Calls may be recorded for training purposes. Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

Please call these Customer Service Numbers only for hardware support of PlayStation products.
Details of call costs apply only to Games Hotline Numbers.

Australia

PSNOWSAS04

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